

Proficiency	
+9	

Strength	
10	+0

Dexterity	
20	+5

Constitution	
14	+2

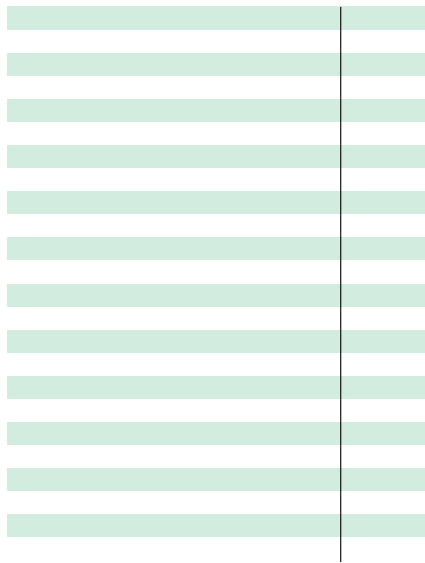
Intelligence	
14	+2

Wisdom	
12	+1

Charisma	
8	-1

Saving Throws		Insight Bonus	Notes
■	+11 Fortitude	[1]	[2]
■	+14 Reflex	[3]	[4]
□	+1 Will	[5]	[6]

Skills		Insight Bonus	Notes
■	+13 Acrobatics (Dex)	1d6 [7]	[8]
□	+2 Arcana (Int) - Fantasy Only	[9]	[10]
■	+8 Athletics (Str)	[11]	[12]
■	+11 Crafting (Int)	[13]	Poisons [14]
■	+8 Deception (Cha)	[15]	[16]
□	-1 Diplomacy (Cha)	[17]	[18]
□	+2 Dungeoneering (Int)	[19]	[20]
□	+2 Engineering (Int) - Steampunk Only		
□	+2 History (Int)	[21]	[22]
■	+10 Insight (Wis)	[23]	[24]
□	-1 Intimidation (Cha)	[25]	[26]
□	+2 Lore (Int)	[27]	[28]
□	+1 Medicine (Wis)	[29]	[30]
□	+2 Nature (Int)	[31]	[32]
■	+10 Perception (Wis)	[33]	[34]
□	-1 Perform (Cha)	[35]	[36]
□	+1 Profession (Wis)	[37]	[38]
□	+2 Religion (Int)	[39]	[40]
■	+11 Society (Int)	[41]	[42]
■	+13 Stealth (Dex)	[43]	[44]
□	+1 Survival (Wis)	[45]	[46]
■	+13 Thievery (Dex)	[47]	[48]



Spells				
Ability	Spell Attack	Insight Bonus	Spell DC	Proficient
-	+0	[155]	10	<input type="checkbox"/>

Aspect Abilities

Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Used?
[156]	-	[157]							<input type="checkbox"/>
[158]	-	[159]							<input type="checkbox"/>
[160]	-	[161]							<input type="checkbox"/>
[162]	-	[163]							<input type="checkbox"/>
[164]	-	[165]							<input type="checkbox"/>

Cantrips

Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
[166]	-	[167]							<input type="checkbox"/>
[168]	-	[169]							<input type="checkbox"/>
[170]	-	[171]							<input type="checkbox"/>
[172]	-	[173]							<input type="checkbox"/>
[174]	-	[175]							<input type="checkbox"/>
[176]	-	[177]							<input type="checkbox"/>
[178]	-	[179]							<input type="checkbox"/>
[180]	-	[181]							<input type="checkbox"/>
[182]	-	[183]							<input type="checkbox"/>
[184]	-	[185]							<input type="checkbox"/>
[186]	-	[187]							<input type="checkbox"/>
[188]	-	[189]							<input type="checkbox"/>
[190]	-	[191]							<input type="checkbox"/>
[192]	-	[193]							<input type="checkbox"/>
[194]	-	[195]							<input type="checkbox"/>
[196]	-	[197]							<input type="checkbox"/>

LEVEL 1

Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[198]	-	[199]							<input type="checkbox"/>
	[200]	-	[201]							<input type="checkbox"/>
	[202]	-	[203]							<input type="checkbox"/>
<input type="checkbox"/>	[204]	-	[205]							<input type="checkbox"/>
<input type="checkbox"/>	[206]	-	[207]							<input type="checkbox"/>
<input type="checkbox"/>	[208]	-	[209]							<input type="checkbox"/>
<input type="checkbox"/>	[210]	-	[211]							<input type="checkbox"/>
<input type="checkbox"/>	[212]	-	[213]							<input type="checkbox"/>
<input type="checkbox"/>	[214]	-	[215]							<input type="checkbox"/>
<input type="checkbox"/>	[216]	-	[217]							<input type="checkbox"/>
<input type="checkbox"/>	[218]	-	[219]							<input type="checkbox"/>
<input type="checkbox"/>	[220]	-	[221]							<input type="checkbox"/>
<input type="checkbox"/>	[222]	-	[223]							<input type="checkbox"/>
	[224]	-	[225]							<input type="checkbox"/>
	[226]	-	[227]							<input type="checkbox"/>
0	[228]	-	[229]							<input type="checkbox"/>

LEVEL 2

Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[230]	-	[231]							<input type="checkbox"/>
	[232]	-	[233]							<input type="checkbox"/>
	[234]	-	[235]							<input type="checkbox"/>
<input type="checkbox"/>	[236]	-	[237]							<input type="checkbox"/>
<input type="checkbox"/>	[238]	-	[239]							<input type="checkbox"/>
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<input type="checkbox"/>	[246]	-	[247]							<input type="checkbox"/>
<input type="checkbox"/>	[248]	-	[249]							<input type="checkbox"/>
<input type="checkbox"/>	[250]	-	[251]							<input type="checkbox"/>
<input type="checkbox"/>	[252]	-	[253]							<input type="checkbox"/>
<input type="checkbox"/>	[254]	-	[255]							<input type="checkbox"/>
	[256]	-	[257]							<input type="checkbox"/>
	[258]	-	[259]							<input type="checkbox"/>
0	[260]	-	[261]							<input type="checkbox"/>

LEVEL 3

Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[262]	-	[263]							<input type="checkbox"/>
	[264]	-	[265]							<input type="checkbox"/>
	[266]	-	[267]							<input type="checkbox"/>
<input type="checkbox"/>	[268]	-	[269]							<input type="checkbox"/>
<input type="checkbox"/>	[270]	-	[271]							<input type="checkbox"/>
<input type="checkbox"/>	[272]	-	[273]							<input type="checkbox"/>

Spells										
Ability		Spell Attack		Insight Bonus			Spell DC		Proficient	
-		+0		[155]			10		□	
<input type="checkbox"/>	<input type="checkbox"/>	[274]	-	[275]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[276]	-	[277]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[278]	-	[279]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[280]	-	[281]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[282]	-	[283]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[284]	-	[285]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[286]	-	[287]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[288]	-	[289]						<input type="checkbox"/>
Remaining Slots		[290]	-	[291]						<input type="checkbox"/>
0		[292]	-	[293]						<input type="checkbox"/>

LEVEL 4										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[294]	-	[295]							<input type="checkbox"/>
	[296]	-	[297]							<input type="checkbox"/>
Used Slots		[298]	-	[299]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[300]	-	[301]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[302]	-	[303]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[304]	-	[305]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[306]	-	[307]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[308]	-	[309]						<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	[312]	-	[313]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[314]	-	[315]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[316]	-	[317]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[318]	-	[319]						<input type="checkbox"/>
	[320]	-	[321]							<input type="checkbox"/>
Remaining Slots		[322]	-	[323]						<input type="checkbox"/>
0		[324]	-	[325]						<input type="checkbox"/>

LEVEL 5										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[326]	-	[327]							<input type="checkbox"/>
	[328]	-	[329]							<input type="checkbox"/>
Used Slots		[330]	-	[331]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[332]	-	[333]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[334]	-	[335]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[336]	-	[337]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[338]	-	[339]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[340]	-	[341]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[342]	-	[343]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[344]	-	[345]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[346]	-	[347]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[348]	-	[349]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[350]	-	[351]						<input type="checkbox"/>
	[352]	-	[353]							<input type="checkbox"/>
Remaining Slots		[354]	-	[355]						<input type="checkbox"/>
0		[356]	-	[357]						<input type="checkbox"/>

LEVEL 6										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[358]	-	[359]							<input type="checkbox"/>
	[360]	-	[361]							<input type="checkbox"/>
Used Slots		[362]	-	[363]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[364]	-	[365]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[366]	-	[367]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[368]	-	[369]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[370]	-	[371]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[372]	-	[373]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[374]	-	[375]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[376]	-	[377]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[378]	-	[379]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[380]	-	[381]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[382]	-	[383]						<input type="checkbox"/>
	[384]	-	[385]							<input type="checkbox"/>
Remaining Slots		[386]	-	[387]						<input type="checkbox"/>
0		[388]	-	[389]						<input type="checkbox"/>

LEVEL 7										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[390]	-	[391]							<input type="checkbox"/>
	[392]	-	[393]							<input type="checkbox"/>
Used Slots		[394]	-	[395]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[396]	-	[397]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[398]	-	[399]						<input type="checkbox"/>

Spells										
Ability		Spell Attack		Insight Bonus			Spell DC		Proficient	
-		+0		[155]			10		□	
<input type="checkbox"/>	<input type="checkbox"/>	[400]	-	[401]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[402]	-	[403]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[404]	-	[405]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[406]	-	[407]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[408]	-	[409]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[410]	-	[411]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[412]	-	[413]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[414]	-	[415]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[416]	-	[417]						<input type="checkbox"/>
Remaining Slots		[418]	-	[419]						<input type="checkbox"/>
0		[420]	-	[421]						<input type="checkbox"/>

LEVEL 8										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[422]	-	[423]							<input type="checkbox"/>
	[424]	-	[425]							<input type="checkbox"/>
Used Slots		[426]	-	[427]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[428]	-	[429]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[430]	-	[431]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[432]	-	[433]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[434]	-	[435]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[436]	-	[437]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[438]	-	[439]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[440]	-	[441]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[442]	-	[443]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[444]	-	[445]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[446]	-	[447]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[448]	-	[449]						<input type="checkbox"/>
Remaining Slots		[450]	-	[451]						<input type="checkbox"/>
0		[452]	-	[453]						<input type="checkbox"/>

LEVEL 9										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[454]	-	[455]							<input type="checkbox"/>
	[456]	-	[457]							<input type="checkbox"/>
Used Slots		[458]	-	[459]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[460]	-	[461]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[462]	-	[463]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[464]	-	[465]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[466]	-	[467]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[468]	-	[469]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[470]	-	[471]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[472]	-	[473]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[474]	-	[475]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[476]	-	[477]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[478]	-	[479]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[480]	-	[481]						<input type="checkbox"/>
Remaining Slots		[482]	-	[483]						<input type="checkbox"/>
0		[484]	-	[485]						<input type="checkbox"/>

LEVEL 10										
Available Slots	Name	Type	Tags	Casting Time	Trigger/Requirements	Range	Area/Target	Duration	Save	Prepared?
0	[486]	-	[487]							<input type="checkbox"/>
	[488]	-	[489]							<input type="checkbox"/>
Used Slots		[490]	-	[491]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[492]	-	[493]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[494]	-	[495]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[496]	-	[497]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[498]	-	[499]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[500]	-	[501]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[502]	-	[503]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[504]	-	[505]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[506]	-	[507]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[508]	-	[509]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[510]	-	[511]						<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	[512]	-	[513]						<input type="checkbox"/>
Remaining Slots		[514]	-	[515]						<input type="checkbox"/>
0		[516]	-	[517]						<input type="checkbox"/>

NOTES:

Backstory Notes:

Session 1

Session 2

Session 3

Session 4

Session 5

Session 6

Session 7

Session 8

Session 9

Session 10

[1] Sources

[2] Sources

[3] Sources

[4] Sources

[5] Sources

[6] Sources

[7] Agile

[8] Sources

[9] Sources

[10] Sources

[11] Sources

[12] Sources

[13] Sources

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[15] Sources

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[17] Sources

[18] Sources

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[24] Sources

[25] Sources

[26] Sources

[27] Sources

[28] Sources

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[33] Sources

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[35] Sources

[36] Sources

[37] Sources

[38] Sources

[39] Sources

[40] Sources

[41] Sources

[42] Sources

[43] Sources

[44] Sources

[45] Sources

[46] Sources

[47] Sources

[48] Sources

[49] With Advantage

Source: Improved Initiative

[50] The following options represent:

1H = 1 hand to wield

1H/T = 1 hand to wield/thrown

1H/2H = 1 or 2 hands to wield

2H = 2 hands to wield

2H/T = 2 hands to wield/thrown

- = does not require hands

[51] Agile. The multiple attack penalty you take on the second Strike each turn with this weapon is -4 instead of -5 , and -8 instead of -10 on the third and subsequent Strikes in the turn.

Finesse. You can choose to use your Dexterity modifier when making attack rolls with this melee weapon instead of your Strength modifier.

Thrown. You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to

damage just like a melee weapon does. When this tag appears on a melee weapon, it also includes the range increment in feet. Ranged weapons with this trait use the range increment specified in the weapon's range entry.

Versatile. A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This tag indicates the alternate damage type. For instance, a piercing weapon that has 'Versatile S' can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

[52] Agile. The multiple attack penalty you take on the second Strike each turn with this weapon is -4 instead of -5, and -8 instead of -10 on the third and subsequent Strikes in the turn.

Deadly. On a critical hit, the weapon adds one weapon damage die of the listed size.

Finesse. You can choose to use your Dexterity modifier when making attack rolls with this melee weapon instead of your Strength modifier.

[53] As a single action, the Skilled Assassin can apply poison to a weapon.

Source: Swift Poisoning

[54] Description

[55] The following is on any attack that has advantage or against any enemy the Skilled Assassin is flanking with an ally.

- Add 2d8 damage (Source: Sneak Attack)
- Apply one of the following penalties: (Source: Debilitating Injury x2)
 - The target takes -2 penalty to their AC (made a -4 penalty for the Assassin's attacks)
 - The target's Speed is reduced by half (minimum 5) and they cannot take the Step action
- Opponents cannot take reactions for a round (Source: Slow Reactions)

Extra abilities:

- As a Double Action, the Skilled Assassin can reroll any 1s on the sneak attack damage (no die can be rolled more than once) (Source: Powerful Sneak)
- Once per 24 hours on any creature the Skilled Assassin Sneak Attack damage, they can inflict one of the following on the target: (Source: Master Strike)
 - Asleep Condition for 1d4 hours
 - Paralyzed Condition for 2d6 rounds, or
 - Dead Condition on a failed DC 24 Fortitude save.

[56] consumable, injury, poison

Price: 20 silvers

Save: Fortitude DC 15 --> 24

Onset: Immediate

Frequency: 1 round

Duration: 3 rounds

Counteract: 1

Stage 1. 1d6 poison damage.

Stage 2. 2d6 poison damage.

Stage 3. 4d6 poison damage.

A vial of black adder venom is a common item.

[57] Description

[58] Once per 24 hours, when you gain the Dying condition but are not instantly killed, you can fight on for 1 more round as if Enfeebled 1, foregoing the Dying and Unconscious conditions for a round. At the end of your next turn, unless brought to above 0 hit points, you immediately fall Unconscious and gain the Dying condition.

[59] consumable, ingested, poison

Price: 350 silvers

Save: Fortitude DC 27 --> 36

Onset: 10 minutes

Frequency: 1 minute

Duration: 6 minutes

Counteract: 3

Stage 1. 10d6 poison damage.

Stage 2. 13d6 poison damage and Sick 1.

Stage 3. 16d6 poison damage and Sick 2.

A vial of deathcap powder is an uncommon item.

[60] Description

[61] consumable, injury, poison

Price: 70 silvers

Save: Fortitude DC 17 --> 26

Onset: Immediate

Frequency: 1 round

Duration: 6 rounds

Counteract: 3

Stage 1. 2d8 poison damage and Sluggish 1.

Stage 2. 3d8 poison damage and Sluggish 2.

Stage 3. 5d8 poison damage and Sluggish 2.

A vial of giant wasp venom is an uncommon item.

[62] Description

[63] consumable, injury, poison

Price: 55 silvers

Save: Fortitude DC 16 --> 25

Onset: Immediate

Frequency: 1 round

Duration: 4 rounds
Counteract: 2
Stage 1. Drained 1.

Stage 2. Drained 2.

A vial of greenblood oil is an uncommon item.

[64] Description

[65] consumable, ingested, poison

Price: 170 silvers
Save: Fortitude DC 24 --> 33
Onset: 1 hour
Frequency: 12 hours
Duration: 7 days
Counteract: none

Creatures asleep from slumber wine cannot wake up by any means while the poison lasts. They also do not need to eat or drink while asleep in this way and appear to be recently dead unless an examiner succeeds at a DC 24 Medicine check.

Stage 1. Asleep.

Stage 2. Asleep.

Stage 3. Asleep for a minimum of 3 days and no more saves to end the poison's effects early, though counteracts can still help.

A vial of slumber wine is an uncommon item.

[66] Description

[67] Description

[68] Description

[69] Description

[70] Description

[71] Description

[72] Description

[73] Description

[74] Description

[75] Description

[76] Description

[77] Description

[78] Description

[79] Description

[80] Description

[81] Description

[82] Description

[83] Description

[84] Description

[85] Description

[86] Description

[87] Description

[88] Description

[89] Description

[90] Description

[91] Description

[92] Description

[93] Description

[94] Description

[95] Description

[96] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver
1 Silver = 1 Silver
1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[97] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver
1 Silver = 1 Silver
1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[98] Similar to leather armor, this armor is a jacket made of leather stitched together. However, it adds more protection by using large metal rivets to reinforce and catch weapons. This armor has little drawbacks while grant some more protection than leather armor. It is a desirable choice for those still seeking maneuverability while gaining that little bit extra AC bonus.

Rune: Armor Potency
abjuration, magical

Price: dependent

Bonus Value: dependent

You can attach an armor potency rune to a suit of armor and add the rune's bonus value to AC. For example, Padded Leather Armor with a +3 Armor Potency Rune would grant an AC bonus of +4, instead of +1. Unless otherwise listed, an armor potency rune is an uncommon item.

Minor (800 silvers, +1). +1 Armor Potency Rune.

[99] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver
1 Silver = 1 Silver
1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[100] The following options represent:

1H = 1 hand to wield
1H/T = 1 hand to wield/thrown
1H/2H = 1 or 2 hands to wield
2H = 2 hands to wield
2H/T = 2 hands to wield/thrown
- = does not require hands

[101] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver
1 Silver = 1 Silver

1 Gold = 10 Silvers
1 Platinum = 100 Silvers

[102] magical, transmutation

Price: dependent
Bulk: L
Hands: –
Slot: belt

This thin leather belt with twisted clasp grants the wearer an Item bonus to their Dexterity score. This item must be worn for 24 hours to gain the benefits. Unless otherwise listed, a belt of incredible dexterity is an uncommon item.

Basic (1,000 silvers). This belt grants a +2 Item bonus to Dexterity.

[103] A short, heavy double-edged blade. Most daggers have a blade around twelve inches in length with a single-handed handle. Daggers are larger, on average, than cooking and utility knives and are further distinguished with their two edges. While useful in combat as lighter weapons that are primarily used to pierce between armor gaps, daggers are tools of all work beyond battle. They are easy to carry around, being shorter than swords, and are useful from cutting food and materials to hunting.

Rune: Weapon Potency
evocation, magical

Price: dependent
Bonus Value: dependent

A weapon potency rune grants an additional number of weapon damage dice equal to the bonus value. For example, a hit with the +2 Dagger would deal 3d4 damage instead of 1d4 damage. Unless otherwise listed, a weapon potency rune is an uncommon item.

Minor (800 silvers, +1). +1 Weapon Potency Rune.

[104] Agile. The multiple attack penalty you take on the second Strike each turn with this weapon is –4 instead of –5, and –8 instead of –10 on the third and subsequent Strikes in the turn.

Finesse. You can choose to use your Dexterity modifier when making attack rolls with this melee weapon instead of your Strength modifier.

Thrown. You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this tag appears on a melee weapon, it also includes the range increment in feet. Ranged weapons with this trait use the range increment specified in the weapon's range entry.

Versatile. A versatile weapon can be used to deal a different type of damage than the type listed in the damage entry. This tag indicates the alternate damage type. For instance, a piercing weapon that has 'Versatile S' can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

[105] A belt pouch can hold up to 6 items of Light Bulk. It is a free action to retrieve items from a belt pouch.

[106] A two-edged blade, this knife has no guard but rather sits positioned above the knuckles in a single-handed hilt perpendicular to the blade itself. The wielder's hand is protected with two spurs, tracing backwards from the blade on either side of the handle. A katar has a blade length ranging from one foot to nearly three feet. These blades, with their design, are on average heavier to pierce armor.

Rune: Weapon Potency
evocation, magical

Price: dependent
Bonus Value: dependent

A weapon potency rune grants an additional number of weapon damage dice equal to the bonus value. For example, a hit with the +2 Dagger would deal 3d4 damage instead of 1d4 damage. Unless otherwise listed, a weapon potency rune is an uncommon item.

Minor (800 silvers, +1). +1 Weapon Potency Rune.

[107] Agile. The multiple attack penalty you take on the second Strike each turn with this weapon is -4 instead of -5 , and -8 instead of -10 on the third and subsequent Strikes in the turn.

Deadly. On a critical hit, the weapon adds one weapon damage die of the listed size.

Finesse. You can choose to use your Dexterity modifier when making attack rolls with this melee weapon instead of your Strength modifier.

[108] consumable, elixir

Price: dependent
Bulk: L

Upon drinking this elixir, you regain the listed Hit Points. If you are at maximum Hit Points when you drink this elixir, you instead gain advantage to Fortitude saving throws for 1 hour against effects with the disease or poison tags. Unless otherwise listed, an elixir of life is a common item.

Basic (150 silvers). 7d6 hit points. This item is uncommon.

[109] consumable, elixir

Price: dependent
Bulk: L

Upon drinking this elixir, you regain the listed Hit Points. If you are at maximum Hit Points when you drink this elixir, you instead gain advantage to Fortitude saving throws for 1 hour against effects with the disease or poison tags. Unless otherwise listed, an elixir of life is a common item.

Lesser (40 silvers). 3d6 hit points.

[110] consumable, injury, poison

Price: 20 silvers
Save: Fortitude DC 15 --> 24
Onset: Immediate
Frequency: 1 round
Duration: 3 rounds
Counteract: 1
Stage 1. 1d6 poison damage.

Stage 2. 2d6 poison damage.

Stage 3. 4d6 poison damage.

A vial of black adder venom is a common item.

[111] consumable, ingested, poison

Price: 350 silvers

Save: Fortitude DC 27 --> 36

Onset: 10 minutes

Frequency: 1 minute

Duration: 6 minutes

Counteract: 3

Stage 1. 10d6 poison damage.

Stage 2. 13d6 poison damage and Sick 1.

Stage 3. 16d6 poison damage and Sick 2.

A vial of deathcap powder is an uncommon item.

[112] consumable, injury, poison

Price: 70 silvers

Save: Fortitude DC 17 --> 26

Onset: Immediate

Frequency: 1 round

Duration: 6 rounds

Counteract: 3

Stage 1. 2d8 poison damage and Sluggish 1.

Stage 2. 3d8 poison damage and Sluggish 2.

Stage 3. 5d8 poison damage and Sluggish 2.

A vial of giant wasp venom is an uncommon item.

[113] consumable, injury, poison

Price: 55 silvers

Save: Fortitude DC 16 --> 25

Onset: Immediate

Frequency: 1 round

Duration: 4 rounds

Counteract: 2

Stage 1. Drained 1.

Stage 2. Drained 2.

A vial of greenblood oil is an uncommon item.

[114] consumable, ingested, poison

Price: 170 silvers

Save: Fortitude DC 24 --> 33

Onset: 1 hour

Frequency: 12 hours

Duration: 7 days

Counteract: none

Creatures asleep from slumber wine cannot wake up by any means while the poison lasts. They also do not

need to eat or drink while asleep in this way and appear to be recently dead unless an examiner succeeds at a DC 24 Medicine check.

Stage 1. Asleep.

Stage 2. Asleep.

Stage 3. Asleep for a minimum of 3 days and no more saves to end the poison's effects early, though counteracts can still help.

A vial of slumber wine is an uncommon item.

[115] Wands are one spell with multiple uses. They can be crafted with any single spell stored in it and up to a certain number of charges. Wands must be crafted with a particular Level when made. A wand with 7 charges that has a Level 1 Alarm only casts Alarm as a Level 1 Spell Slot. If the Alarm spell is Heightened to Level 3, the wand is a Level 3.

Wands have Light bulk and always require at least one hand to wield.

Spell: Invisibility ~ Level 2
illusion, magical, visual

Casting Time: 2 actions; Material and Somatic

Range: touch

Target: 1 creature

Duration: 1 minute per Proficiency Score (D)

The target gains the Invisible condition and a 2d4 Insight bonus to Stealth checks for the duration of the spell. If the target acts in a hostile manner, the spell is dismissed after that hostile action, reaction, free action, or activity is completed. Invisibility is on the Arcane and Occult Spell Lists.

Heighten (+2): Using a Level 4 Spell Slot and higher, Invisibility is not dismissed if the target acts in a hostile manner.

[116] Record in silvers. The conversion rate with silver base is as follows:

1 Copper = 0.1 Silver

1 Silver = 1 Silver

1 Gold = 10 Silvers

1 Platinum = 100 Silvers

[117] Description

[118] Description

[119] Description

[120] Description

[121] You have trained and increased one of your abilities. You gain either a +2 or +1 permanent bonus to one of your Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This trait can be taken multiple times, each time you take the Ability Score Boost you gain a +2 or +1 bonus to any Ability Score. If an Ability Score is 18 or less before you apply this trait, it gains a +2 permanent bonus. If an Ability Score is 19 or more before you apply this trait, it gains a +1 permanent bonus.

[122] Description

[123] You have trained and increased one of your abilities. You gain either a +2 or +1 permanent bonus to

one of your Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. This trait can be taken multiple times, each time you take the Ability Score Boost you gain a +2 or +1 bonus to any Ability Score. If an Ability Score is 18 or less before you apply this trait, it gains a +2 permanent bonus. If an Ability Score is 19 or more before you apply this trait, it gains a +1 permanent bonus.

[124] Description

[125] You have a certain level of expertise with armor. You automatically begin with Proficiency in No Armor. To gain a new armor proficiency, you must meet the prerequisites for the new proficiency and spend the required number of trait points, as listed below.

When you are wearing an armor type that you are proficient with, you add your Proficiency Score to your AC.

[126] Description

[127] You can boost your abilities score in using one of the following options. It costs the listed amount in parentheses.

Talented (2 Points). You gain a +2 to one ability score.

[128] You have studied the art of poisoning to an extreme level. Add your Proficiency Score to the DC of any poisons you craft.

[129] Description

[130] You receive a 1d6 Insight bonus on Acrobatics checks.

[131] You have studied the art of crafting to bring your skills in creating items to new levels. Each time you take the Crafting Trait you gain new abilities or boost previous abilities.

Apprentice (Single; 4 Points): When you first select the Crafting Trait, you gain Proficiency in the Crafting Skill. You must specify what you focus on, some examples include Alchemy, Armor, Books, Carpentry, Clothing, Poison, Ships, Stonemasonry, or Weapons. See the Crafting Skill for more ideas. Further, any Skill Proficiency you purchase for gaining Proficiency in the Crafting Skill for another focus costs only 2 Trait Points instead of 3.

[132] Description

[133] Once per 24 hours, when you gain the Dying condition but are not instantly killed, you can fight on for 1 more round as if Enfeebled 1, foregoing the Dying and Unconscious conditions for a round. At the end of your next turn, unless brought to above 0 hit points, you immediately fall Unconscious and gain the Dying condition.

[134] Whenever you deal damage to a foe with your Sneak Attack, you can also debilitate the target of your attack, causing it to take a penalty for a round (this is in addition to any penalty caused by any other trait). When you first take this trait, you choose one of the following debilitations to take:

Bewildered: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by you.

Disoriented: The target takes disadvantage on attack rolls. Further, the target takes double disadvantage on all attack rolls it makes against you.

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet) and the target cannot take a Step action.

This trait can be taken multiple times, each time you take Debilitating Injury you can select a new debilitation that you gain access to. Whenever you use Debilitating Injury you apply one of the debilitations you have access to. These penalties do not stack with themselves but additional attacks that deal Sneak Attack damage extend the duration by a round. A creature cannot suffer from more than one debilitation at a time. If a new debilitation is applied, the old debilitation immediately ends. Any form of healing applied to a target suffering from one of these debilitations also removes the penalty.

[135] Description

[136] When you take the Health Boost aspect you must select one of the following options and gain the upgraded Hit Dice to use to calculate your hit points. It costs the listed amount in parentheses.

Resilient (4 Points). Your Hit Dice changes to a d10.

[137] Whenever you deal damage to a foe with your Sneak Attack, you can also debilitate the target of your attack, causing it to take a penalty for a round (this is in addition to any penalty caused by any other trait). When you first take this trait, you choose one of the following debilitations to take:

Bewildered: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by you.

Disoriented: The target takes disadvantage on attack rolls. Further, the target takes double disadvantage on all attack rolls it makes against you.

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet) and the target cannot take a Step action.

This trait can be taken multiple times, each time you take Debilitating Injury you can select a new debilitation that you gain access to. Whenever you use Debilitating Injury you apply one of the debilitations you have access to. These penalties do not stack with themselves but additional attacks that deal Sneak Attack damage extend the duration by a round. A creature cannot suffer from more than one debilitation at a time. If a new debilitation is applied, the old debilitation immediately ends. Any form of healing applied to a target suffering from one of these debilitations also removes the penalty.

[138] You gain advantage to your initiative checks.

[139] You become incredibly deadly when dealing damage with Sneak Attack. Each time you deal sneak attack damage, you can choose one of the following three effects: the target can be put to Sleep for 1d4 hours (gaining the Prone and Unconscious conditions), Paralyzed for 2d6 rounds, or killed. Regardless of the effect chosen, the target can attempt a Fortitude save to negate the additional effect. The DC of this save is equal to your Acrobatics DC or Stealth DC (whichever is higher). Once a creature has been the target of your Master Strike, regardless of whether or not the save is successful, it is Bolstered against your Master Strike. Creatures that are immune to your Sneak Attack are also immune to this ability.

[140] You can take a double action to make a single Strike. If it hits, you can reroll any natural ones among the damage from Sneak Attack. You can reroll multiple dice, but you cannot reroll any individual die more than once per attack.

[141] You become proficient in one of your saves. Add your Proficiency Score to one of the following: Fortitude, Reflex, or Will. You can take this trait three times, each time you must pick different saving throws to become proficient in.

[142] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your

Proficiency score or your Intelligence Modifier, whichever is higher.

[143] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[144] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[145] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[146] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[147] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[148] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[149] You have developed some of your skills beyond others. This trait can be taken multiple times. Each time you take Skill Proficiency you can add your Proficiency Score to one skill which is now considered trained(see Skills section for more). At any one time, you can be proficient in as many skills equal to your Proficiency score or your Intelligence Modifier, whichever is higher.

[150] Opponents damaged by your Sneak Attack cannot take reactions for a round.

[151] If you can catch an opponent when they are unable to defend themselves effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 1d8 extra damage anytime you have advantage or you are flanking an enemy with an ally. Any Ranged Attacks only gain the benefit of Sneak Attack if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

With a weapon that has the nonlethal tag you can make the damage from the Sneak Attack deal nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage normally to deal nonlethal damage while using your Sneak Attack. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot use Sneak Attack while attacking a creature that has the Covered condition.

This can be taken multiple times, each time you take Sneak Attack you increases the damage by an additional 1d8. You can take this trait up to five times.

[152] You can apply poison to a weapon as a Single Action, unlike the normal Triple Action it usually takes to apply poison.

[153] You have a certain level of expertise with weapons. You add your Proficiency Score to attack rolls made with a weapon you are proficient with. The table is set up the same as the table of contents for this section. Any indented features have the first, unindented feature above as a prerequisite. Beyond the first indent, arrow markers indicate prerequisites.

[154] You have a certain level of expertise with weapons. You add your Proficiency Score to attack rolls made with a weapon you are proficient with. The table is set up the same as the table of contents for this section. Any indented features have the first, unindented feature above as a prerequisite. Beyond the first indent, arrow markers indicate prerequisites.

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